



Richard Garriott 
@RichardGarriott

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Early Ultimas were a mash up of display methods. I focused on tile graphics, and was excited that Paul Neurath had a 3D engine in development, and offered to take a full Ultima into 3D as well. Both served Ultima well, both had independent strengths.

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Jesper Gojal Krogsgaard @Xanares_ · 31 jul. 2020

En respuesta a @notch y @RichardGarriott

Taking an opportunity knowing Markus is a fellow Ultima Underworld fan as well - Richard, what were your initial thoughts on that game idea? (guessing here it was maybe Paul Neurath's idea)

10:11 p. m. · 31 jul. 2020 de París, Francia · Twitter for iPhone

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Richard Garriott 
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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of [@ExplorersClub](#); Married to [@LaetitiaGdC](#); Join me in #SotA!



Jesper Gojal Krogsgaard 
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QA dude - sometimes nomad - sometimes developing games - always father and husband - always Shadowclan member. Love games, books, life. Not an NPC, I think.



Notch 
@notch

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